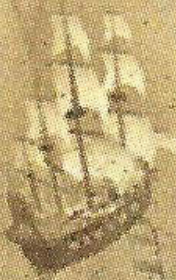


Augustine



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SID MEIER'S



PIRATES!

Port Royale

Santo Domingo
Leogane

Petit Goave

A
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I
B
B
E
A
N
S
E

Santa Catalina



Lesser A
Curaçao

Rio de la Hacha

Santa Marta

Coro

Cartagena

Maricaoibo

Puerto Cabello



Nombre de Dios
Panama



FULLFAT FIRAXIS
GAMES



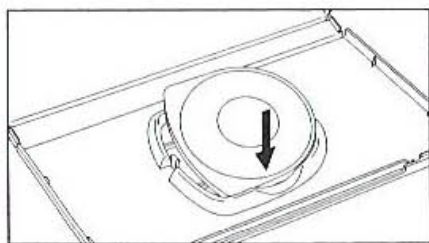
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

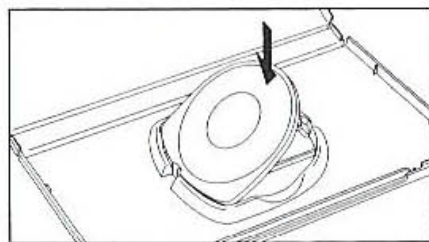
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

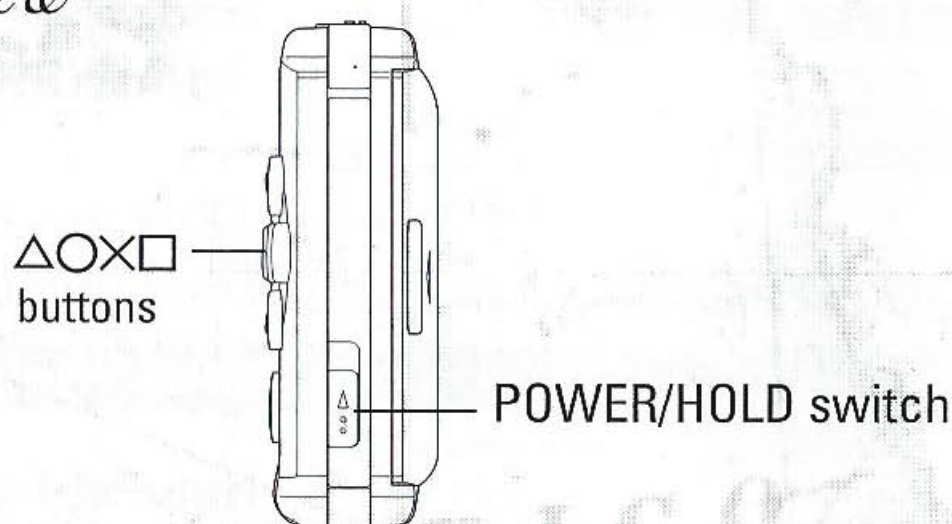
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TABLE OF CONTENTS

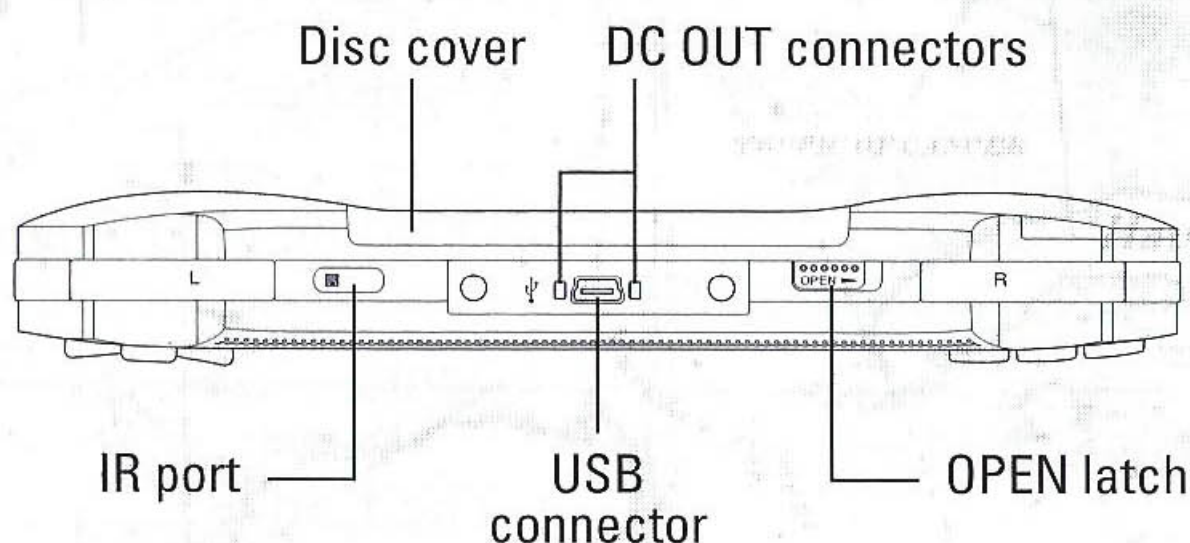
Getting Started.....2	Sneaking About Town.....29
Starting Up3	Dancing with the Governor's Daughter.....30
Basic Controls.....3	Special Items.....32
Introduction.....4	Missions and Quests...33
Main Menu.....5	Promotions.....34
Options6	Dividing the Plunder..35
Pausing the Game.....6	Aging.....36
Status Screens7	The End37
Saving and Loading....11	Multiplayer.....37
Creating Your Pirate ...11	Appendix39
At Sea.....12	Credits40
Perils of the Sea17	End-User License Agreement42
Sea Battles18	Product Support.....44
Fencing and Swordplay.....20	Register with Us!.....44
In Town22	Warranty.....45
Land Battles24	

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the SID MEIER'S PIRATES!® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

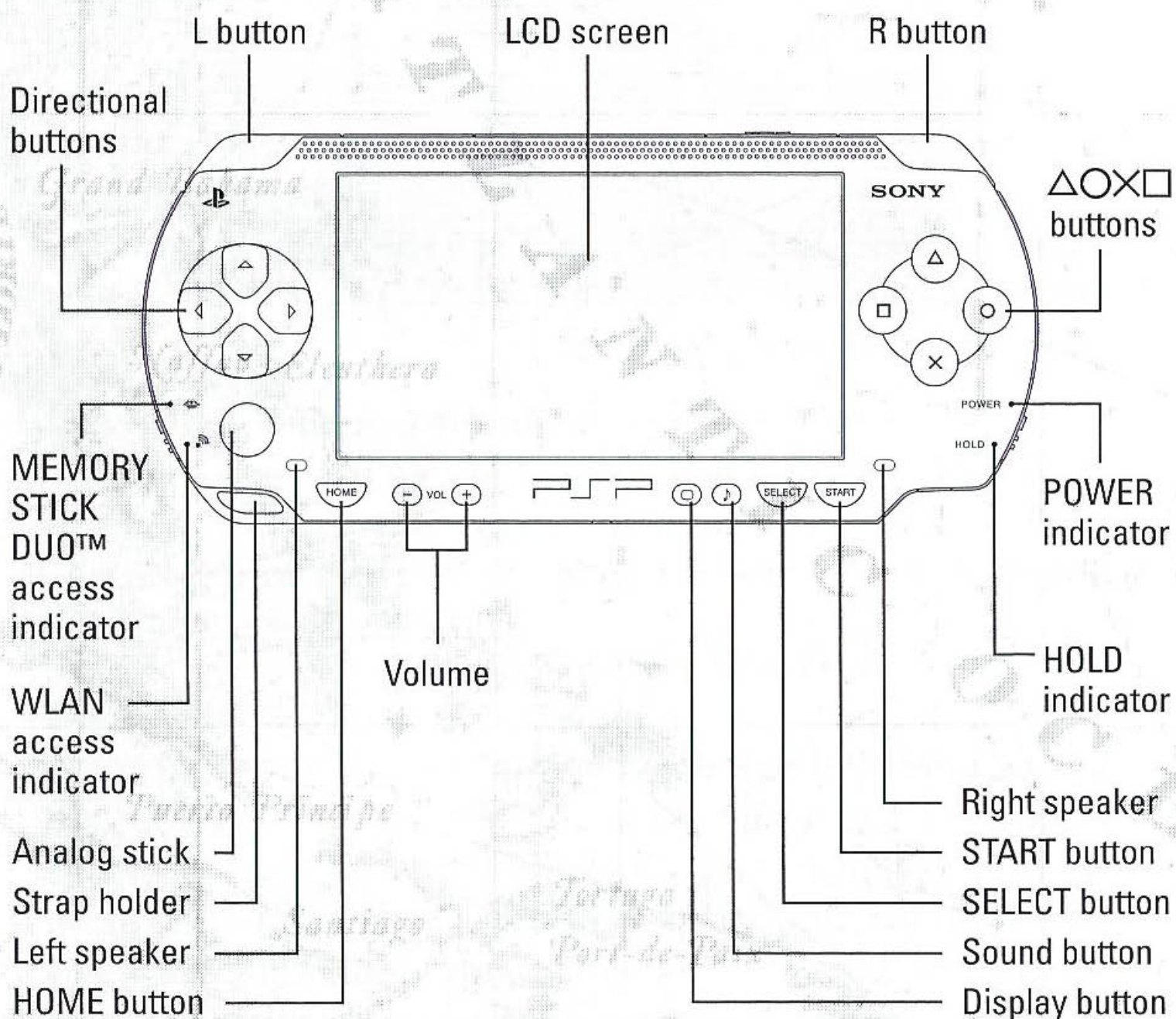
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

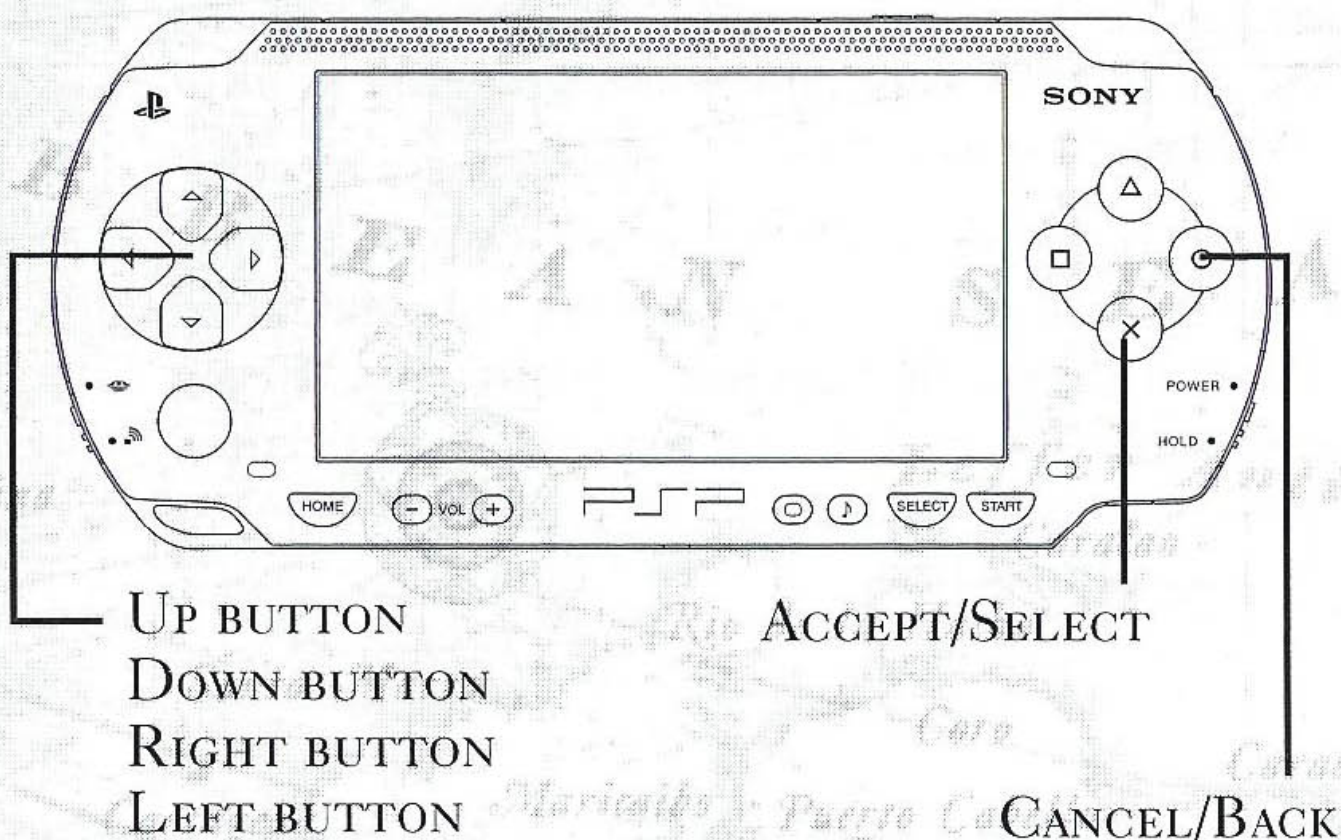
STARTING UP

PSP® (PlayStation®Portable) system configuration



BASIC CONTROLS

Menu Controls



INTRODUCTION

Welcome to Sid Meier's Pirates!®

Welcome to the Caribbean, Captain! There's a whole new world here, a world full of adventure and ripe with plunder. Rich, treasure-laden ships carry South American silver and gold back to Spain, whilst French, Dutch and English vessels carry booty only slightly less valuable. The boisterous buccaneer towns teem with lusty pirates seeking a bold commander to lead them to wealth untold. Constantly at war with one another, the Great Powers are always in search of doughty privateers to take to the seas and do their fighting for them.

Yes, it's a world of high adventure, where brave and skilled men battle for treasure and glory. Those who succeed achieve great fame and personal wealth — and the bones of those who fail forever lay in Davy Jones' locker.

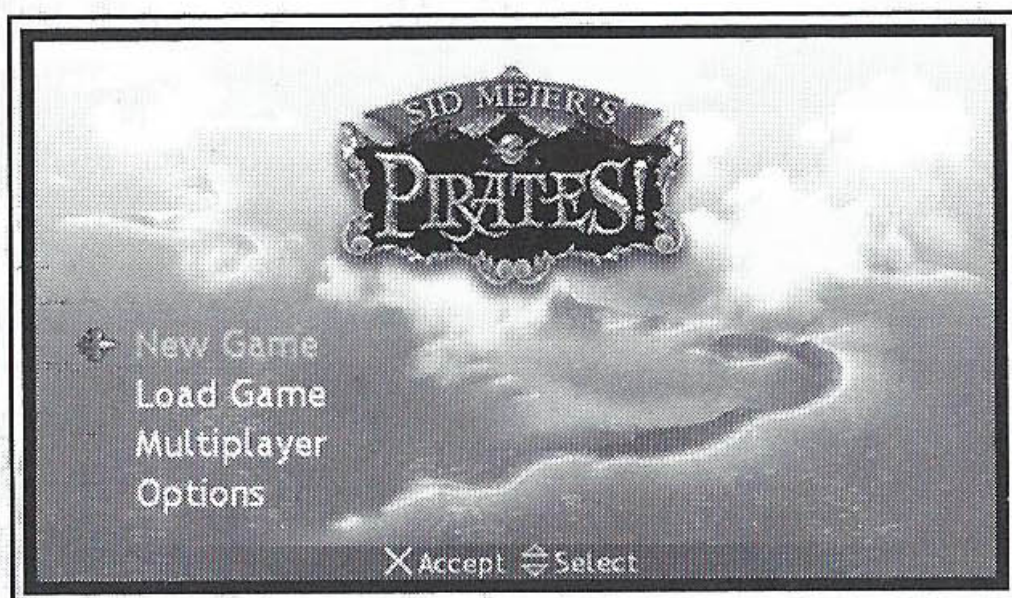
A Word About Your Goals

Sid Meier's Pirates! is an open-ended game, which means you can pretty much do what you want. If you want to be a peaceful trader and avoid conflict, you can certainly do so. If you want to be a reckless pirate and take on everybody, you can do that too. Or you can be a romantic hero, seeking to sweep every governor's daughter off of her feet. You control your own destiny — do what you will with it.

But make your decisions count, because your career will not last forever. As you age, some of your skills will begin to diminish. At some point you'll find it harder to recruit crewmen, who are interested in a young, healthy captain to lead them. Eventually you'll probably want to consider retiring and starting a new career.

When you retire, you'll be shown a summary of your piratical career and a glimpse of what your character ends up doing after hanging up his Captain's hat. If you've been extremely successful, you may retire to become a governor yourself. Less accomplished pirates may end their days as a lowly barkeep or pickpocket.

MAIN MENU



New Game

Choose this to begin a new pirate career.

Load Game

Choose this to resume a game that you began earlier. You can access games that you saved manually.

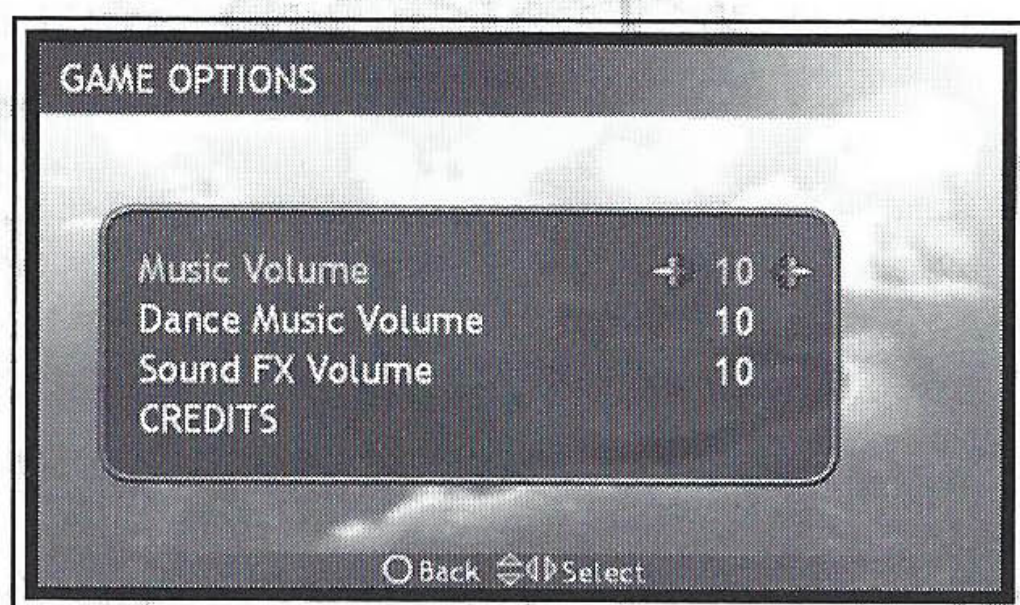
Multiplayer

Choose this to start or join a networked, multiplayer game.

Options

Choose this to change the game's default audio settings, or view the credits.

OPTIONS



Use the up and down buttons to highlight an item. Use the left and right buttons to adjust the audio levels.

Music Volume

Adjust the volume of in game music.

Dance Music Volume

Adjust the volume of the music in the dancing mini-game.

Sound FX Volume

Adjust the volume of in game sound effects

Credits

Press the  button to view the credits.

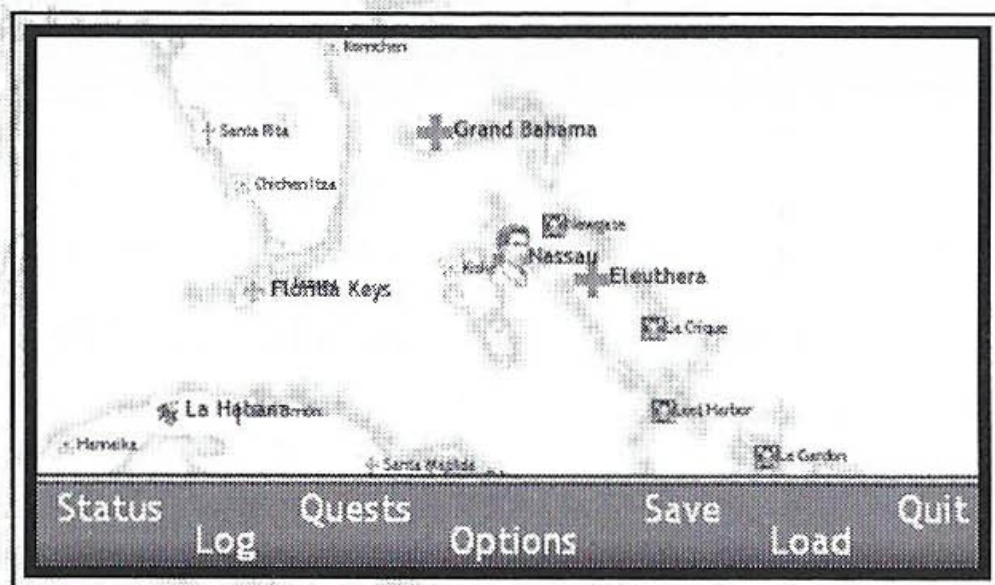
PAUSING THE GAME

During gameplay sequences, press START button to pause the game and display the status screens (see following pages). Press START button again to return to the action. Game time does not progress and your pirate does not age when the game is paused.

STATUS SCREENS

There are a variety of information screens available to you while at sea. These are all accessible from the Map Screen. To access this, press the START button. You may also access the Map screen by selecting Check Status from any town, settlement, mission, or pirate haven.

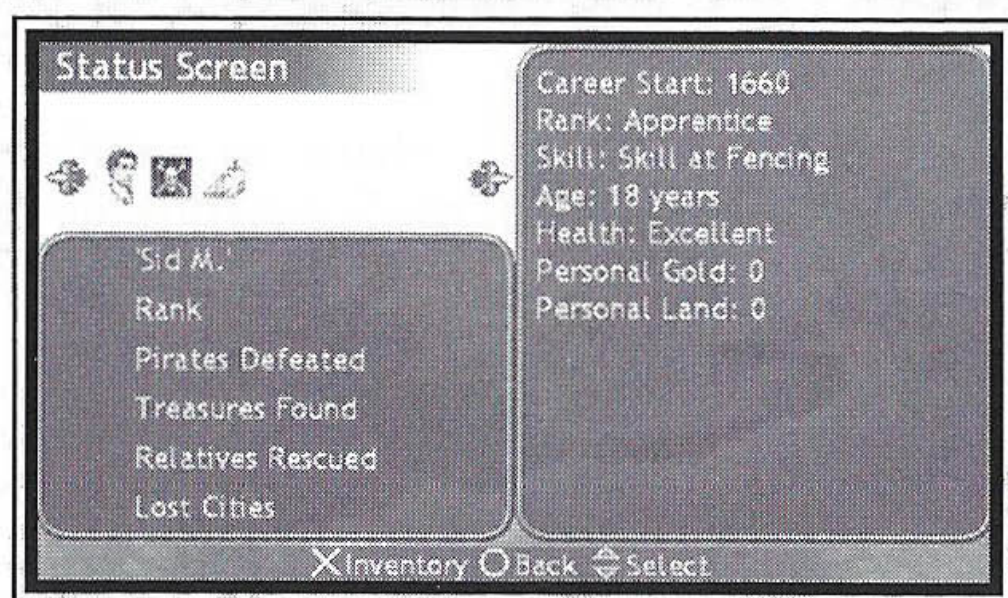
Map Screen



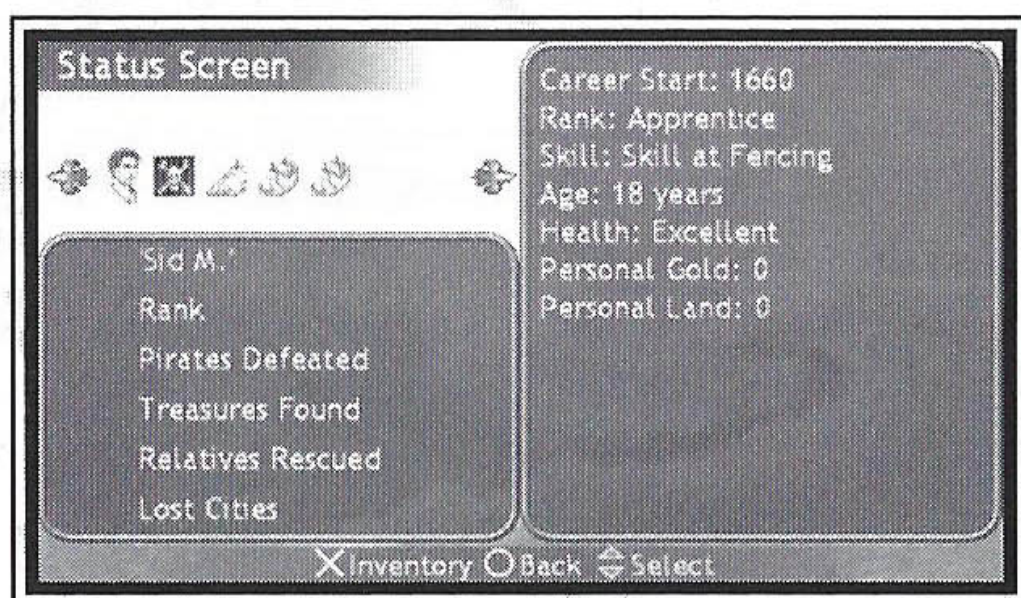
The Map Screen shows you your current position, as well as the location and nationality of nearby cities and settlements. Use the analog stick to move around the map, and the L button and R button to zoom in and out. Use left button and right button to highlight the options at the bottom of the screen, and the **X** button to select one.

Status Menu

The Status Menu provides information on your Personal Status, your Fleet Status, and the status of each of your individual ships. Use left button and right button to navigate between these areas of the menu. Use up button and down button to highlight the various options in each section.



PERSONAL STATUS



The Personal Status screen provides information about your age, health, skill, personal wealth and the land you own.

You can also view your current rank with all of the Nations in the game, and the extent of your romantic adventures within each nation.

The Pirates Defeated screen shows you all the famous pirates in the Caribbean, and which ones you have defeated. Pressing the **X** button on this screen will bring up the Top Ten Pirates screen. This displays how you stack up against the other legendary pirates. You start at the bottom of the list but move up as you amass gold, capture ships, sack cities, find treasure, and defeat your rivals.

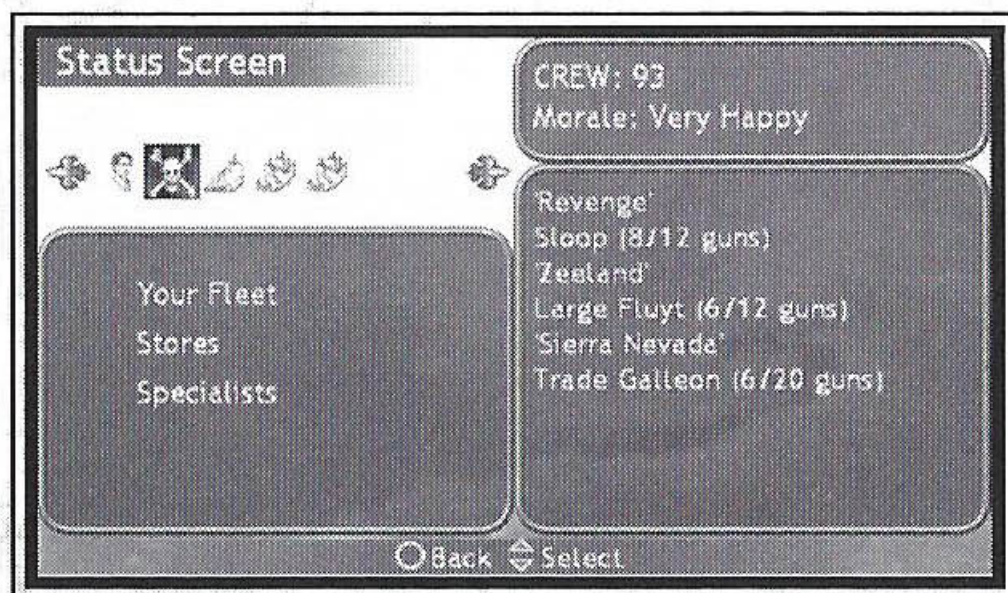
The Treasure Found screen shows how much of the buried treasure in the Caribbean you have discovered. There are nine stashes of buried treasure, one for each of the famous pirates.

The Relatives Rescued screen shows you how many of your lost relatives you have rescued.

The Lost Cities screen shows how many Lost Cities you have found.

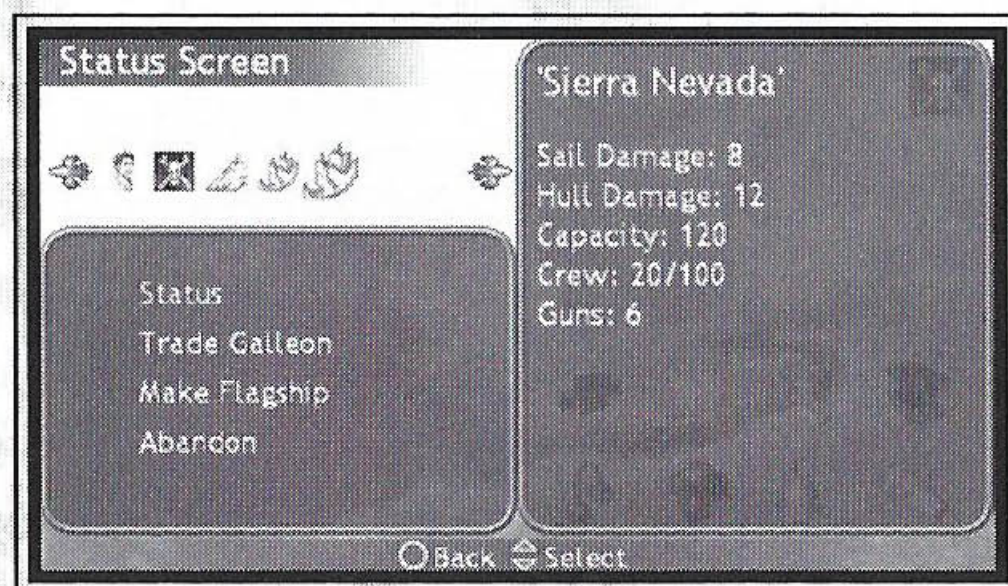
Pressing the **X** button on your character's name will display your inventory, listing all the special items you have collected so far.

FLEET STATUS



The Fleet Status screen provides information which is relevant to your fleet as a whole. This includes the number of crewmen serving in your fleet, and their current morale. All the ships in your fleet are listed also, with a brief summary, (for more details, see Ship Status). Information on your fleet stores, and any specialists sailing with your fleet is also available.

SHIP STATUS

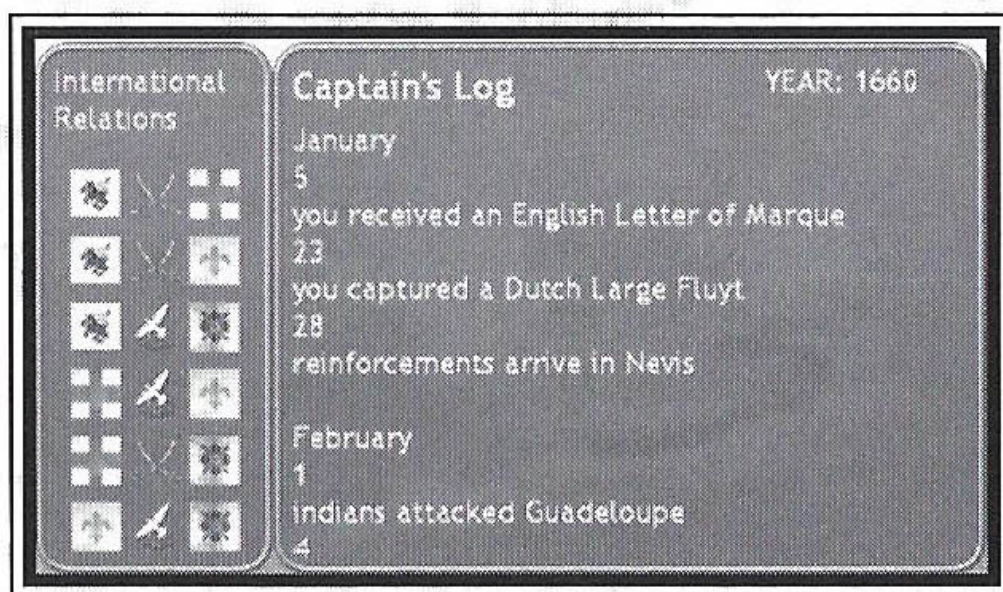


A Ship Status screen is available for each ship you own. Here, information about sail and hull damage, cargo capacity, crew on board, and number of cannons is available.

Also detailed is a description of the ship type, including tips on the best sailing methods for that vessel.

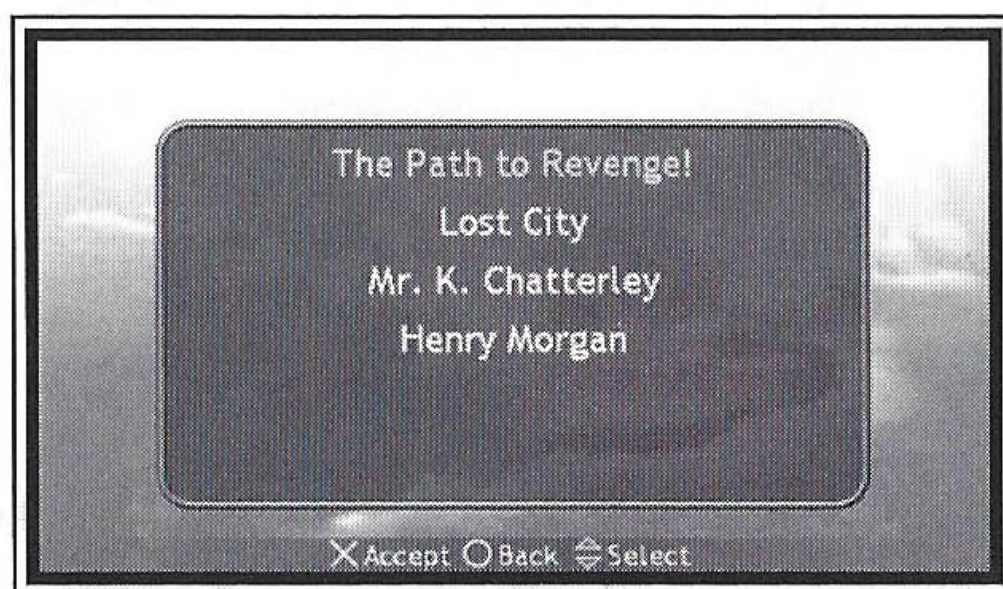
You may make the currently selected ship your flagship, or choose to abandon it at sea.

Log



This screen stores a running list of your actions, accomplishments, and other events happening in the world, including which nations are currently at war.

Quests



The Quests screen provides a list of all your current quests. Pressing the  button on the selected item will bring up a map for that quest.

Options

This screen is identical in function to the options screen available from the main menu.

SAVING AND LOADING

Save

The Save screen gives you the option to save your game. If you need to make space on your Memory Stick Duo™, there is also the option to delete an existing saved game.

Load

To load a game, select the Load option. Select the saved game you wish to load, and press the  button.

Quit

Select the quit option to end the game. A prompt will ask you if you are sure. If you Quit the game, you will be returned to the Main Menu.

CREATING YOUR PIRATE

When you start a new career, you'll need to name your Pirate, select your special skill, and choose an era in which to begin your career. Below is a list of supported characters for your nickname:

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!"£\$%^&*()-=_+[]{'#@~;:<>.,/?\|¬ ©®"!

the quick brown fox jumps over a lazy dog

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THE QUICK BROWN FOX JUMPS OVER A LAZY DOG

ÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏÑÒÓÔÕÖ÷ØÙÚÛÜ†?ƒı%ı¿^{ao}

Once you've done this, you can sign on with any of the four nations in the game: the English, French, Dutch, or Spanish. The English are recommended for beginning players, while the Spanish are a more challenging nation to align with.

Game Eras

Each game era provides a different set of challenges to master. We recommend that you choose the default era, "The Buccaneer Heroes — 1660," for your first few games. This time period is the most advantageous for pirates, and it provides plenty of targets almost everywhere on the map. The other eras are more difficult, and you may spend some time before you get into the action.

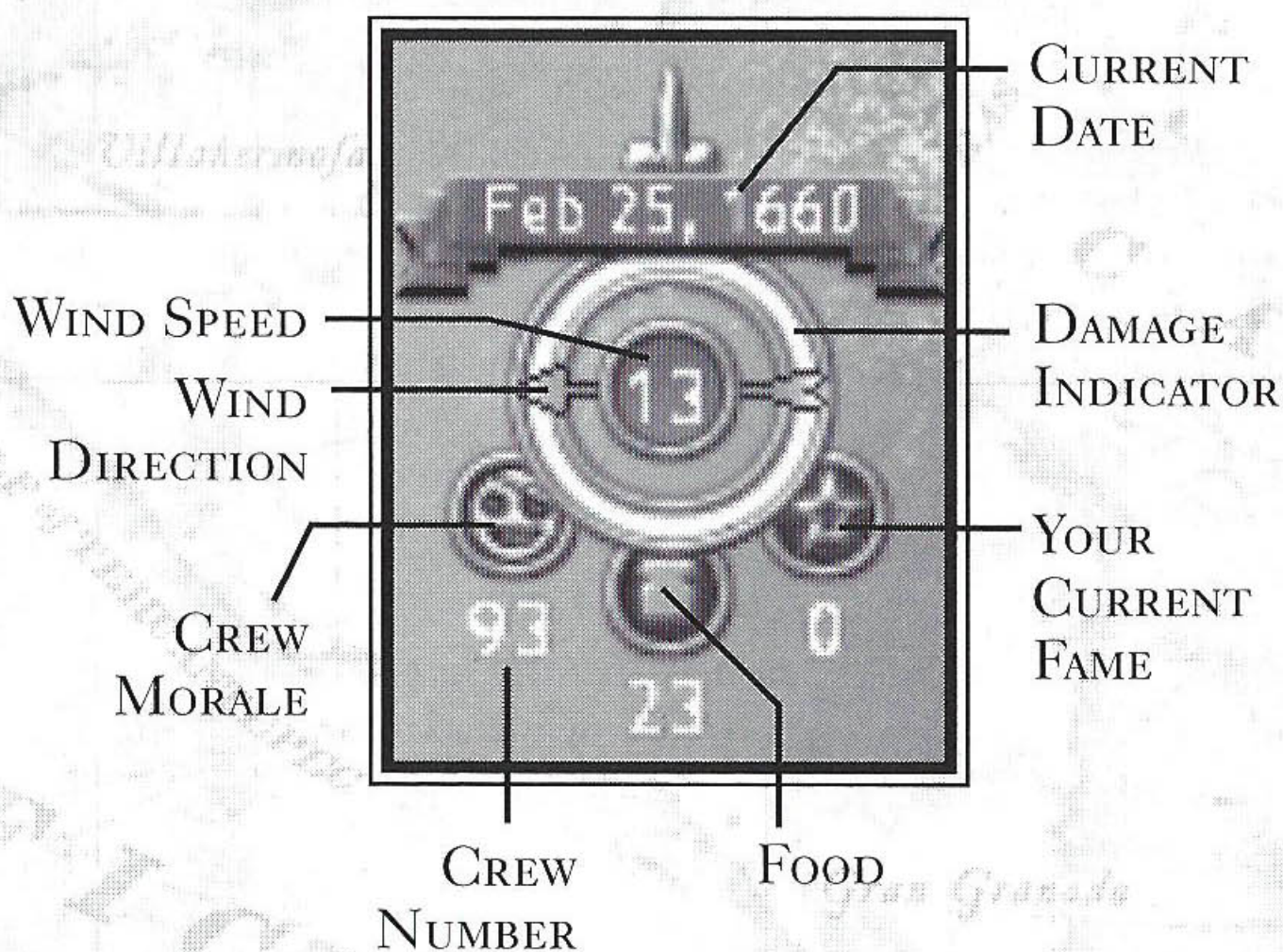
AT SEA

Sailing Controls

CONTROL	ACTION
Left button/Right button or Analog stick	Steer Ship
L button	Zoom In
R button	Zoom Out
⊗ button	Bombard Nearest City
⊙ button	Cancel
⊗ button	Enter Attack Mode (when near other vessels)
⬆ button	Cycle Flagship
START button	Pause Game/Status & Map screen
⬆ button	Cycle Between Targets (in attack mode)
Down button	Toggle Sails
SELECT button	Controls Help

The Navigation Screen

The Navigation screen displays a portion of the Caribbean. The view remains centered on your ship at all times.



Your Flag Ship: Your flag ship appears in the center of the Navigation screen. If you have more than one ship, your other ships will appear as icons in the top left of the screen.

Other Ships: Other ships will appear on the Navigation screen when they get within sight of your vessel. Each ship has a colored stripe, sail emblem and colored pennant denoting its nationality: black for Pirates, yellow for Spanish, orange for Dutch, red for English, and blue for French.

Cities: The Navigation screen displays the cities currently in sight. The name appears above the city on a colored label. The color of the label denotes the nationality of the city. You can get a good idea of the city's military strength by the number of fortifications guarding it.

Storm Clouds: Dangerous storms appear frequently in the Caribbean, particularly during hurricane season. A clever sailor can use their heavier winds to speed his journey; however, if you get too close, you risk serious sail damage to your vessel.

Landmarks: Pirates often refer to landmarks when drawing their treasure maps.

Food Indicator: This displays how many months' worth of food your crew has remaining.

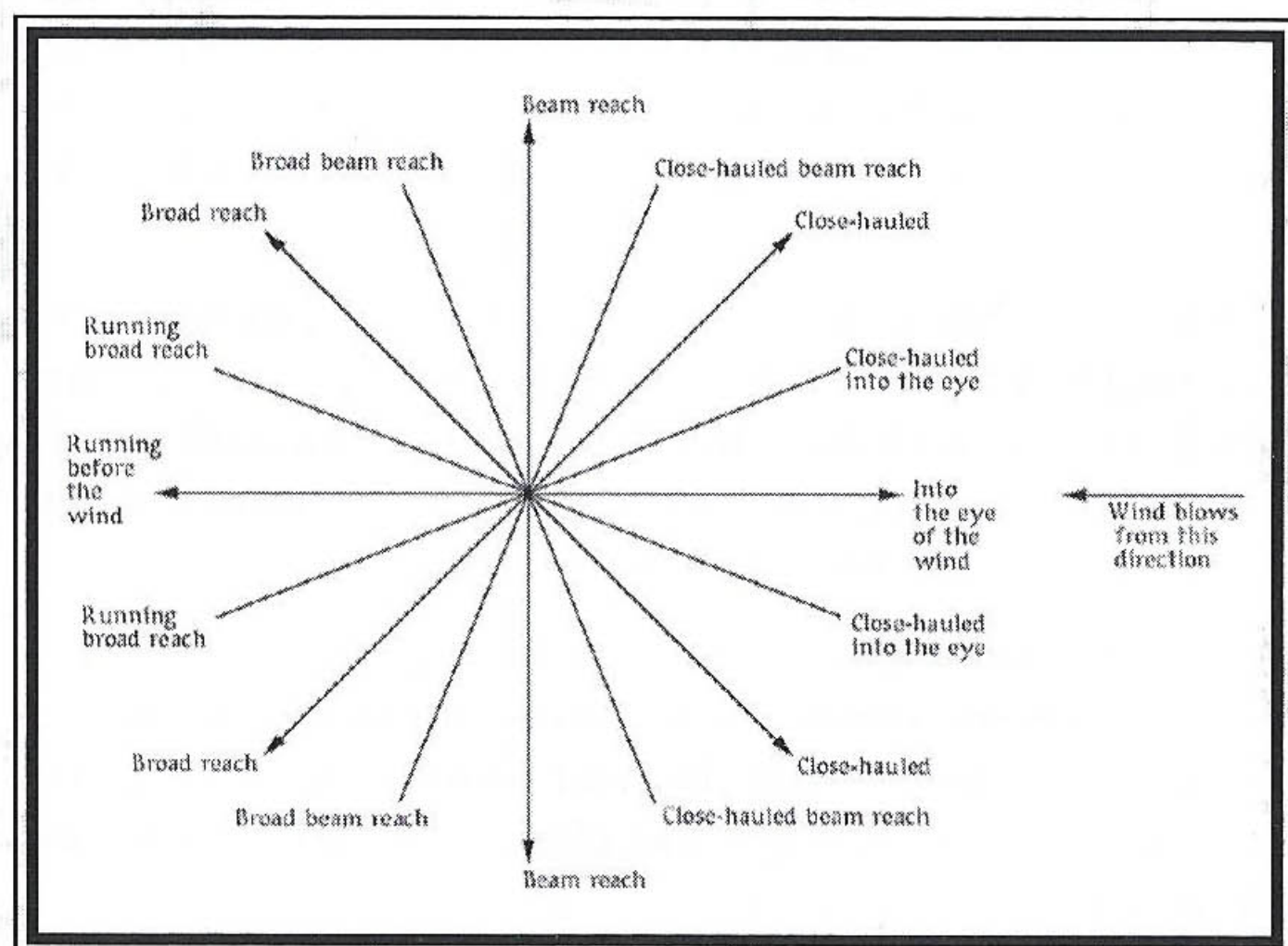
Crew Size and Morale Indicator: This tells you how many men you have in your crew, and how happy they are.

Wind Speed Indicator: This indicates how fast the wind is blowing, and in which direction.

How to Sail

To sail your fleet, use the left button/right button to steer the flagship (pushing the left button turns the ship counterclockwise; pushing the right button steers the ship clockwise).

Best Point of Sailing



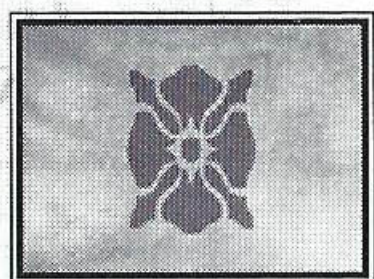
Crew Requirements

Each vessel in your fleet requires a minimum number of crewmen to sail at peak performance. If you have fewer than that number, your sailing speed and combat performance suffer (see "Sailing Vessels" on page 39). If you have more than the minimum number of crewmen, the additional sailors take part in sea battles.

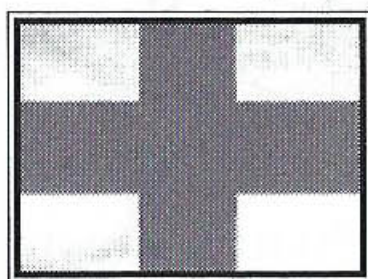
Seeing Other Vessels

A lookout atop a ship's mast can see a surprising distance — sometimes for miles, depending upon time of day and weather conditions. Whenever a vessel comes within your lookout's sight range it appears on the map. You can tell quite a lot about a ship by its appearance.

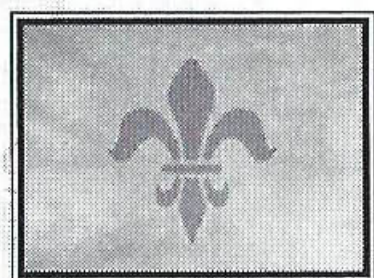
Each ship displays a colored stripe and flag showing its nationality:



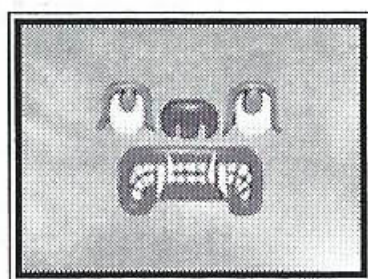
DUTCH



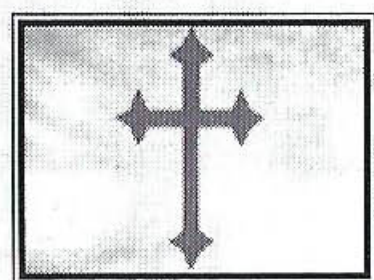
ENGLISH



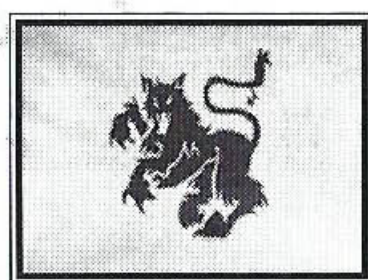
FRENCH



INDIAN



MISSIONARY



SPANISH

In addition, a vessel's hull-type tells you something of its purpose. The dark-hulled vessels are warships, while lighter-hulled vessels are merchants. Each vessel type has its own unique model (see "Sailing Vessels" on page 39).

Communicating with Other Vessels

Some vessels may send messages as you approach. Enemy vessels might order you to stand clear, or they might demand that you stand and fight.

Attacking Enemy Ships

This is what being a pirate is all about! Over the course of the game you'll often find yourself wanting to launch an attack against some other ship you encounter at sea (see "Sea Battles" on pages 18 for details). When you are within range of a ship that you can attack, press the  button to enter attack mode. A red arrow will appear between your ship, and the vessel to be attacked. If other ships are in range, you can press the  button to cycle through them. Press the  button to confirm, and engage that ship in a naval battle. Press the  button to cancel attack mode.

Your Flagship

Your fleet sails approximately as fast as your flagship, and your flagship represents your fleet in ship battles. You may change flagships at any time by pressing the  button to cycle through all ships in your fleet, or by going to the Fleet Status screen.

Maximum Fleet Size

You can have up to five ships in your fleet, including your flagship. If you defeat an additional ship, you'll have to abandon one of the current five if you wish to add the new ship to your fleet.

Abandoning Ships

The best way to get rid of a ship is sail into port and sell it to a shipwright. However, you may sometimes find it necessary to abandon a ship while at sea — because you have insufficient crew or because you're being chased by a faster and stronger opponent, for example. You can abandon ships from the Fleet Status screen.

Entering Ports and Cities

To enter a port city, just steer your ship into the city and press the  button. Depending upon conditions, you might sail right in and anchor peacefully at harbor, or if the town is hostile, the city's forts may open fire on you. You then have the option to sail away, attack the town, or sneak in.

Bombarding Cities

You may wish to bombard enemy cities to soften their defenses in preparation for incoming invaders. Press the  button to bombard the nearest city. Towns become increasingly hostile toward you the more you fire. **Note:** You cannot bombard settlements, pirate havens, or missions.

Landing Parties & Searching

During the course of the game, you may acquire portions of maps to buried treasure, lost Incan cities, or even kidnapped relatives. These maps direct you to search near specific coastal landmarks. To disembark and initiate a search on land, steer your ship into a point on the shoreline and press the  button. If the landing party is near

some treasure for which you have a map you will need to search around to find it. See TREASURE HUNT. Be warned that each landing party not near treasure will take about a week of game time, so be sure you're searching in the right place!

PERILS OF THE SEA

Crew Unrest

Pirates are a fickle lot. In the beginning of a voyage they're fairly easy to please as long as you keep them fed and keep bringing in the treasure. Sooner or later, depending upon your success and the difficulty level of the game, they'll become restless. They'll start thinking that it is time for you to go to a city and divide the plunder (see "Dividing the Plunder" on page 35), so that they can squander all of their loot in the nearest tavern.

You can prolong a voyage for quite a long time by keeping the booty flowing in fast and furious, but no matter how successful you are, the crew will eventually want to go home. If you ignore this advice and continue the voyage, your crew's morale begins to fall. (The Crew Size and Morale Indicator on the Navigation screen displays the crew's current morale.) Occasionally unhappy crew members will take a ship from your fleet and desert.

Morale Boosters

Some ship's officers and special items help you keep your crew's morale high and allow you to lengthen your voyage.

Hunger

Your crew needs to eat. Food is readily available for purchase at a merchant's warehouse, or you can take it from a captured vessel. The Food Indicator on the Navigation screen shows how many months of food you carry, and you can look at the cargo section of the Fleet Status screen to see your exact food tonnage.

When you run out of food, your crew begins to starve. They'll put up with this for a short while, but soon their morale starts to plummet. Once you acquire more food your crew's morale stops its decline. Also, the crew's morale may rise once the treasure begins flowing in again.

Storms at Sea

The Caribbean is an unpredictable sea. The sky may be clear and the winds moderate at one moment, while in the next a sudden tropical storm might appear, threatening to rip your sails apart in an instant.

SEA BATTLES

The game mechanics of ship battles are quite simple: you steer your ship, you raise or lower your sails, and you fire off broadsides. The challenge lies in learning how to use these simple tools to their best advantage in the ever-changing sea.

Sea Battle Controls

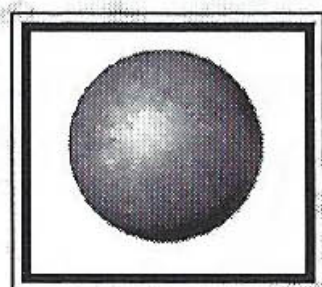
CONTROL	ACTION
Left button/Right button or Analog stick	Steer Ship
Up button	Cycle Shot Type
Down button	Toggle Sails
⊗ button	Fire Cannons
START button	Pause Game
SELECT button	Controls Help

Ship Upgrades

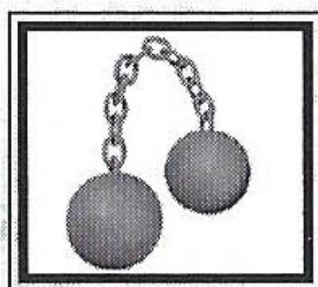
Shipwrights across the Caribbean can upgrade your ships with a variety of special upgrades that increase your speed, firepower, defensive abilities, and much more.

Cannon Ammunition

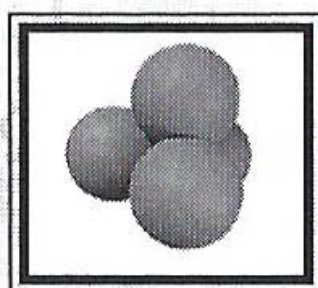
There are three primary types of ammunition available for your cannon: round shot, chain shot, and grape shot.



Round Shot: This is the standard issue cannonball. When you begin a battle, your cannon are loaded with round shot. Round shot has the longest range of any of the ammunition-types.



Chain Shot: Chain shot is a ship upgrade that consists of two smaller balls linked together by a chain. When fired, the balls separate and begin spinning, primarily doing damage to the enemy's sails and rigging. Chain shot has a medium range: it fires a shorter distance than round shot, but longer than grape shot.



Grape Shot: Grape shot is a ship upgrade and is the classic anti-personnel load. Essentially, the crew loads the cannon with anything they can find, turning the weapon into a massive shotgun. Grape shot is particularly effective at injuring the enemy's crewmen and has a very short range.

Damage Effects

Hull Damage: As a ship takes damage to its hull, the ship's speed and maneuverability degrade. If the hull is destroyed, the ship sinks.

Sail Damage: As a ship takes sail damage, its speed and maneuverability decline. If the sails are destroyed, that vessel is no longer under any control, and it may surrender at your next approach.

Losing Crew: As crewmen are knocked out, the surviving crew takes longer to reload the ship's cannon after firing each broadside.

Boarding the Enemy Vessel

When a ship rams another vessel, the ramming ship's crew rushes aboard the enemy ship to battle her crew. While the opposing crews battle it out, you take on the enemy captain in a daring swordfight.

How the Battle Ends

A sea battle can end in victory, defeat, or a draw. A captain can end a sea battle by boarding the enemy vessel, placing the outcome of the conflict in the hands of both captains.

Spoils of War

If an enemy vessel surrenders or you defeat the enemy captain in a duel, you have the right to claim the enemy's vessel for your own, or take what you fancy and leave it to rot if it's too damaged or too slow for your tastes. Additionally, if you've put on a show with your daring maneuvers, many of the enemy's crew may petition you for a job on one of your ships. Finally, you may find that the defeated crew has a specialist on board who can be persuaded to serve you instead. Specialists can be invaluable in your travels.

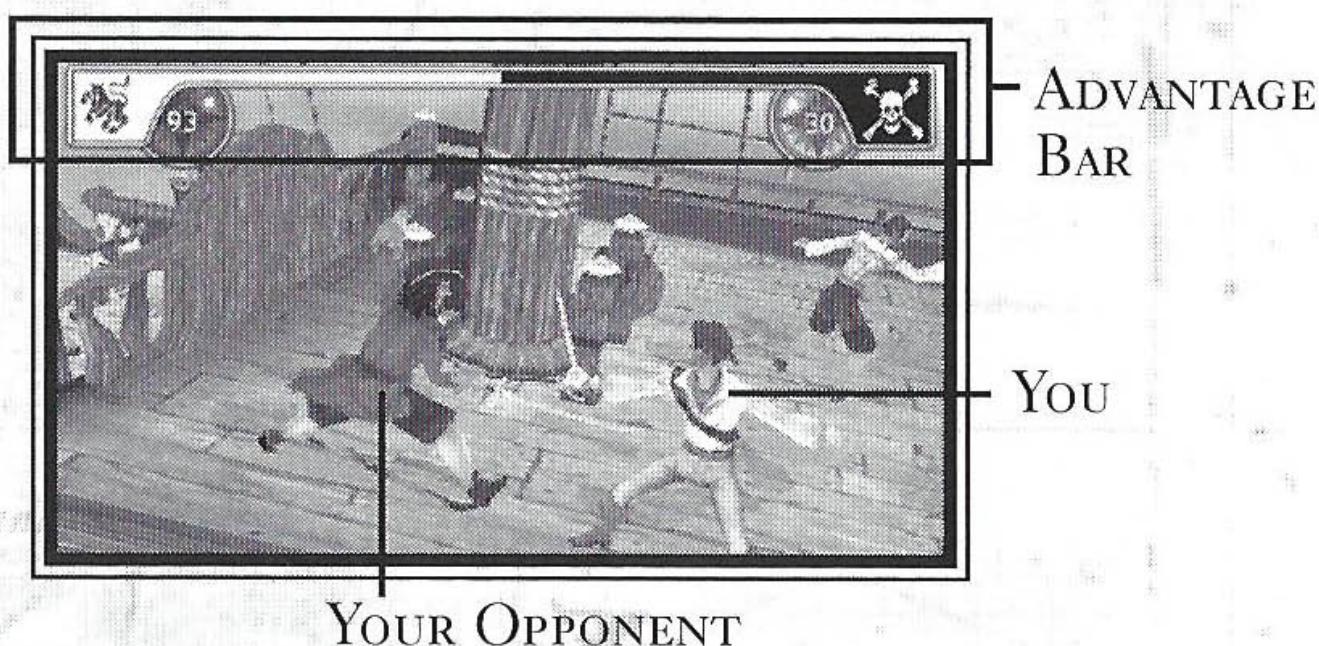
FENCING AND SWORDPLAY

As a pirate, you can expect to engage in a lot of swordplay. In ship combat your objective is usually to capture ships without damaging or sinking them. Thus you board them and try to take them by storm. You'll meet the enemy captain in one-on-one combat, and your success or failure as a pirate, to a large degree, will be determined by your handiness with a sword.

Fencing Controls

CONTROL	ACTION
Up button +  button	Overhead Chop Attack
 button or  button	Thrust Attack
Down button +  button	Low Slash Attack
Up button +  button	Jump
 button	Parry (Block)
Down button +  button	Duck
L button + R button	Taunt
START button	Pause Game
SELECT button	Controls Help

The Dueling Screen



The dueling screen shows a typical duel, taking place after you rammed an enemy vessel in a ship battle. The dueling screen contains the following elements:

You: Your character.

Your Opponent: The enemy captain.

The Advantage Bar: This shows your position on the dueling stage.

While you are dueling the enemy captain, your crew is fighting the enemy crew. Every few moments, one side or the other loses some men, depending upon the current state of the duel and the size, skill, and morale of the opposing forces.

Swordplay

Prior to entering a swordfight, you must select one of three types of swords: a rapier, which is lighter and faster, a cutlass, which offers a solid defense, or a longsword, which is a good balance between the two.

The mechanics of swordplay are quite simple: use the  button to attack and the  button to defend (block or evade).

To initiate a high (overhead chop) attack, press the Up button + the  button. A defender can press the Down button + the  button and attempt to evade this move by ducking.

To deliver a low (slash) attack, press the Down button + the  button. A defender can press the Up button + the  button and attempt to evade this move by jumping up.

A standard thrust is delivered simply by pressing the .

button and can be defended by parrying (pressing the  button). As a matter of last resort, a quick parry can even deflect a high or low attack, but the force of those attacks will still knock you slightly backwards.

The L button + R button taunts the opponent, likely provoking an attack, which you can use to your advantage.

Crew Morale

Your crew's morale at the time they entered the battle affects their performance in combat. The enemy forces also have a morale rating. In general, crewmen aboard warships or pirate vessels have higher morale, while the crew from merchant vessels have lower morale. The crew's morale is also heavily dependent upon your success in your fight against the enemy captain.

Victory or Defeat

The duel ends when one duelist is pushed overboard (or up against a wall) or either duelist surrenders. If a player's or pirate's crew numbers fall to one, they will be forced to surrender on the next attack.

IN TOWN

Ports of Call

You spend much of your time in one or another of these ports — buying and selling goods, repairing your vessels, recruiting crewmen, purchasing treasure maps from shady characters, taking assignments from desperate governors, putting the moves on those governors' daughters, fighting evil foreigners, and the like.

Cities

Cities are the major permanent European settlements in the Caribbean. Cities' names, locations, and nationalities remain constant from game to game in a single era.

City Types

There are several types of cities in the game, each with certain basic characteristics (see following page):

Capital: A capital is a large and rich city with strong defenses.

Port: A large and rich city with weak defenses.

Town: A large and poor city with strong defenses.

Colony: A large and poor city with weak defenses.

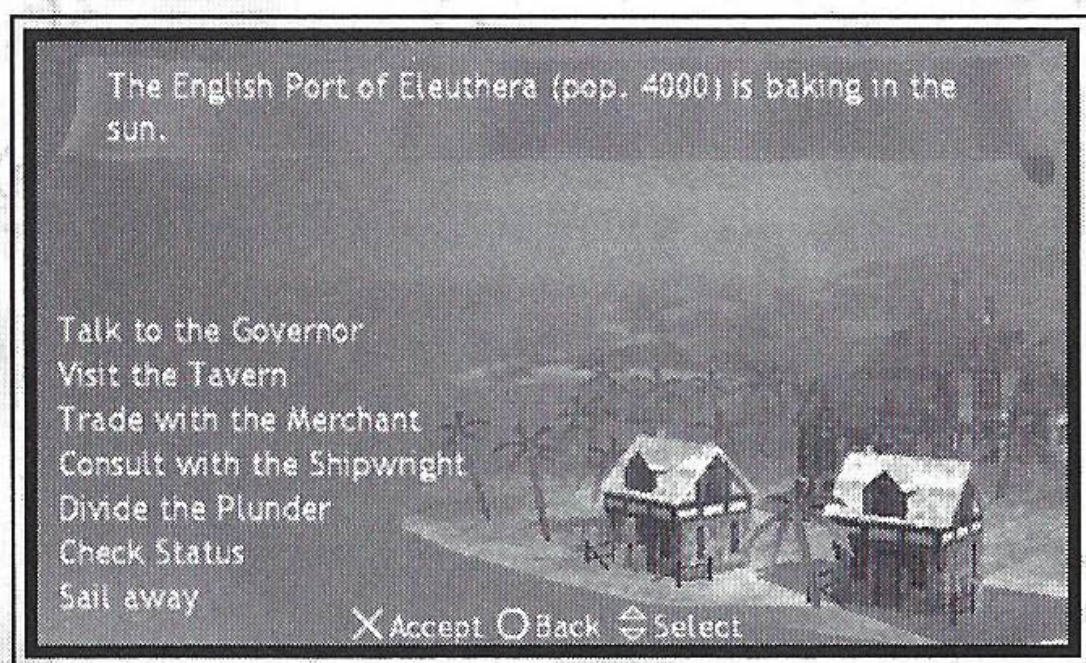
Trading Post: A small and rich city with strong defenses.

Stronghold: A small and poor city with strong defenses.

Village: A small and rich city with poor defenses.

Outpost: A small and poor city with poor defenses.

City Menu



THE GOVERNOR'S MANSION

Enter here to speak to the man in charge of the port. He may give you political or military assignments. He can also reward you for successes. Once you are successful enough, you may get a chance to meet his lovely daughter.

THE TAVERN

Visit here to recruit men, pick up local gossip, purchase treasure maps, and so forth. Mysterious strangers are known to frequent the dark corners of seaside taverns, selling curious objects, information, and maps to untold riches.

THE MERCHANT

Visit here to buy and sell goods.

THE SHIPWRIGHT

Go to the shipwright's establishment to have your ship repaired or upgraded and to sell any excess ships you possess. Shipwrights each offer different ship upgrades, so you may have to hunt to acquire them all.

DIVIDE THE PLUNDER

Go here at the end of a long voyage to split the loot

between you and your anxious crew (see “Dividing the Plunder” on page 35).

Check Status

Examine your ships, cargo, crew, missions, and so forth. You can access all information screens.

Sail Away

Select **Sail Away** to leave town and return to the sea.

Other Settlement Types

Cities are not the only human habitations in the Caribbean. There are other, smaller enclaves, as well. These smaller places change location from game to game.

JESUIT MISSION

Missions are small settlements where members of the Jesuit religious order try to convert the natives to Christianity. Jesuit priests can assign escort quests to bring immigrants to nearby towns and provide information on lost family members.

PIRATE HAVEN

These are temporary settlements where pirates gather to recruit crewmen and plot their next missions.

INDIAN VILLAGE

Indian villages are generally not too fond of their non-native neighbors: you may be able to convince their chief to attack a nearby European city — ye ruthless scoundrel!

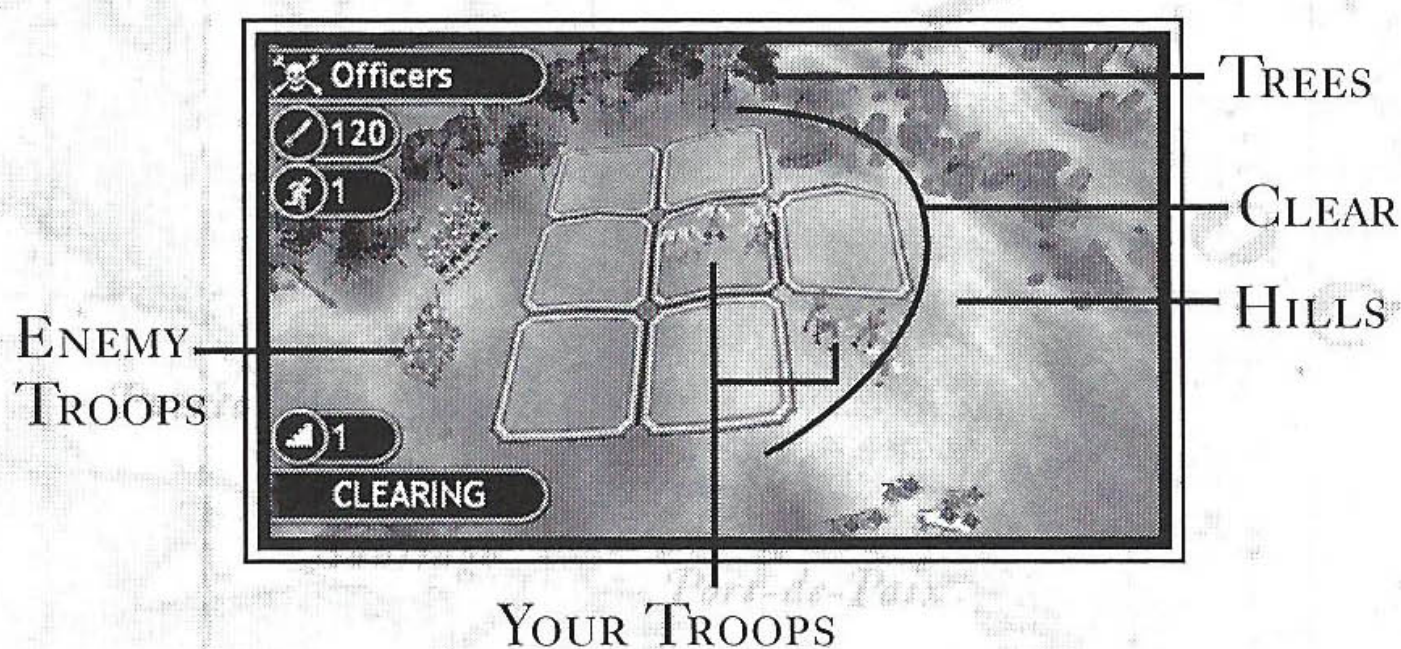
LAND BATTLES

In land battles, you must strategically deploy your pirates against a town’s garrison of defenders. Your goal is to eliminate the town guard so you can plunder the city and escape with its riches! Many towns are well fortified and equipped with a variety of dangerous soldiers, but by using terrain and flanking maneuvers to your advantage, a band of hardy pirates can be just as dangerous.

Land Battle Controls

CONTROL	ACTION
⊗ button	Move Units / Attack
Analog stick	Direct Unit With Movement Arrow
▣ button	Ranged Attack
⊙ button	Skip Active Unit's Turn
⬆ button	Focus on Selected Unit
R button	Cycle Though Ranged Targets
Directional buttons	Move Highlight
START button	Retreat
SELECT button	Controls Help

The Land Battle Screen



Your Troops: These are your forces.

Enemy Troops: These are the enemy's forces.

Trees: Light jungle forest.

Clear: Clear terrain.

Hills: High ground.

How to Play

Units can only move one square at a time. All the squares that your unit can move to are highlighted. To move a unit, press the analog stick in the direction you want to move, and then press the  button to complete the move. In some cases, a unit may not be able to move in a particular direction (for example, if another unit is occupying that square, or if impassable terrain like a rocky gorge blocks the way).

To select a different unit to move, use the directional buttons to move the highlight over the unit you want to move and press the  button to select it.

To attack an opposing unit, move your unit into that unit's square.

Some units are designated as "ranged," meaning they can attack from a distance. When one of these units is in range of a target, the targets appear with red crosshairs underneath them. Press the R button to cycle through available targets, and the  button to perform a ranged attack on the currently selected (blinking) target.

Hidden Units

Units in trees or behind hills remain invisible until an enemy unit "sees" them by climbing the hill or moving next to the unit in the trees.

Flank Attacks

When a unit is attacked from the rear or side, the attacker receives a "flank-attack" bonus, which applies to both close (hand-to-hand) and ranged combat.

Panic

As a unit takes damage, its morale deteriorates. If the unit's morale reaches "panic," it breaks and flees from the battle the very next time it takes casualties.

Victory

If your men reach the city walls, the defenders scatter and run, and the local citizens pay you a ransom to vacate the premises (the ransom can be quite large, depending upon the city's wealth and how badly beaten the defenders).

Unit Types

YOUR FORCES

Pirates: Armed with cutlasses and boarding axes, pirates are very good at close combat. Pirates cannot make ranged attacks.

Buccaneers: Buccaneers are armed with muskets and very good at ranged attacks. They can fire at enemy units within four spaces but are not good at close combat.

Officers: These elite pirates excel at close combat, but cannot make ranged attacks.

ENEMY FORCES

Infantry: Armed with muskets and swords, these are the local militia. They can make both ranged and close-combat attacks, but they're not especially powerful. Infantry can fire at enemy units within three spaces.

Guards: These professional soldiers are armed with light muskets and swords. They are effective at close combat, and they can make ranged attacks against enemies within two spaces.

Cavalry: Like Guards, these are professional soldiers but are on horseback, armed with lances and swords. They move quickly and are particularly dangerous when charging an enemy unit in clear terrain. Cavalry are not effective against targets in trees and cannot make ranged attacks.

Native Bowmen: Armed with bows and arrows, these warriors are skilled at ranged combat and can attack an enemy within two spaces. Native bowmen are vulnerable in close combat.

Native Spearmen: Fierce fighters armed with spears and stone axes, spearmen are proficient at close combat but unable to perform ranged attacks.

TERRAIN

Clear Terrain: Open country. Units attacked while in clear terrain receive no defensive bonus.

Trees: Trees provide a defensive bonus. Units in trees are invisible until an enemy unit moves adjacent to them. Cavalry units are penalized when attacking units in trees.

Hills: Units on hills (elevated terrain) gain a bonus when engaged in close combat against units that are located below.

Impassable Terrain: This rocky terrain is impassable for units but ranged units can fire through it.

City Walls: Your objective. The battle ends when one of your units reach the city walls.

TREASURE HUNT

Pirates bury their treasure around the Caribbean and make maps to make it easier to find again. By forming a landing party near a treasure landmark you can pick up their buried treasure. Finding that treasure is a hazardous business and there are booby traps, marshland and Jaguars just waiting to diminish your crew numbers.

Treasure Hunt Controls

CONTROL	ACTION
Directional buttons or analog stick	Move Character
START button	Pause
SELECT button	View Treasure Map

Treasure Hunt Screen



You and your landing party simply need to search the area for the buried treasure which is clearly marked by a rock with a red X on it. If all your landing party are killed by the hazards on the land your character will have to return to his ship.

You can view the treasure map by pressing the SELECT button to help you navigate towards the treasure but you need to match up the landmarks on the map to those on the land.

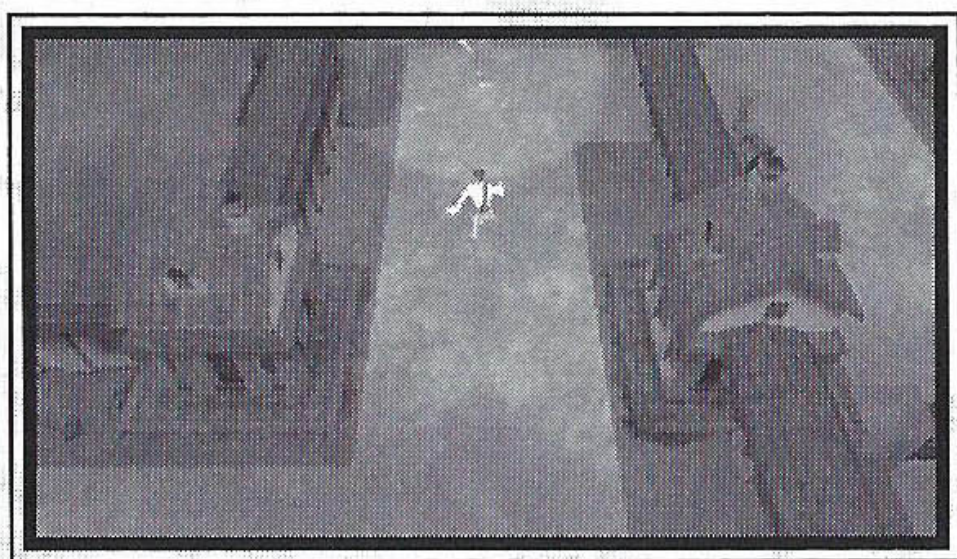
SNEAKING ABOUT TOWN

From time to time you may find it necessary to get in or out of a town unnoticed. Perhaps you've been making war on the Spanish and have discovered that your arch-enemy is hiding in the tavern in Cartagena. Lacking the manpower to take the city by storm, your only alternative is to sneak into the city, find the tavern and confront your foe.

Sneaking Controls

CONTROL	ACTION
Directional buttons or analog stick	Move Character
L button or R button	Pan Camera
⊗ button	Run (with directional buttons or analog stick)
START button	Pause
SELECT button	Controls Help

Town Sneak Screen



You: Your character, that handsome devil!

City Guard: The enemy — keep out of his way.

Building: A dwelling. You can't enter any of these buildings. Neither can the guards. They can't see through them, either.

Objective Buildings: These are the marked locations in town: Governor's mansion, tavern, and so forth.

Fence: You can climb over fences, but the city guards are too fat and lazy to do so. They can't see through fences, either.

Hay Bales: You can hide behind hay bales and the guardsmen can't spot you.

Hiding in Hay Bales

If you walk up to a pile of hay bales, you'll hide behind it and the guards won't be able to see you. Press the directional buttons or analog stick to jump out from behind the hay bales when you're ready to resume prowling.

Being Spotted

If a guardsman sees you, he'll give chase and you'll be forced to find a place to hide! Hop over a fence or duck behind a stack of hay bales and you may just avoid getting pinched.

Knocking Out Guards

When you are behind an unsuspecting guard, your character will raise his hand to strike, and when you get close enough he'll automatically clobber the guard across the back of the head, incapacitating him.

Entering an Objective Building

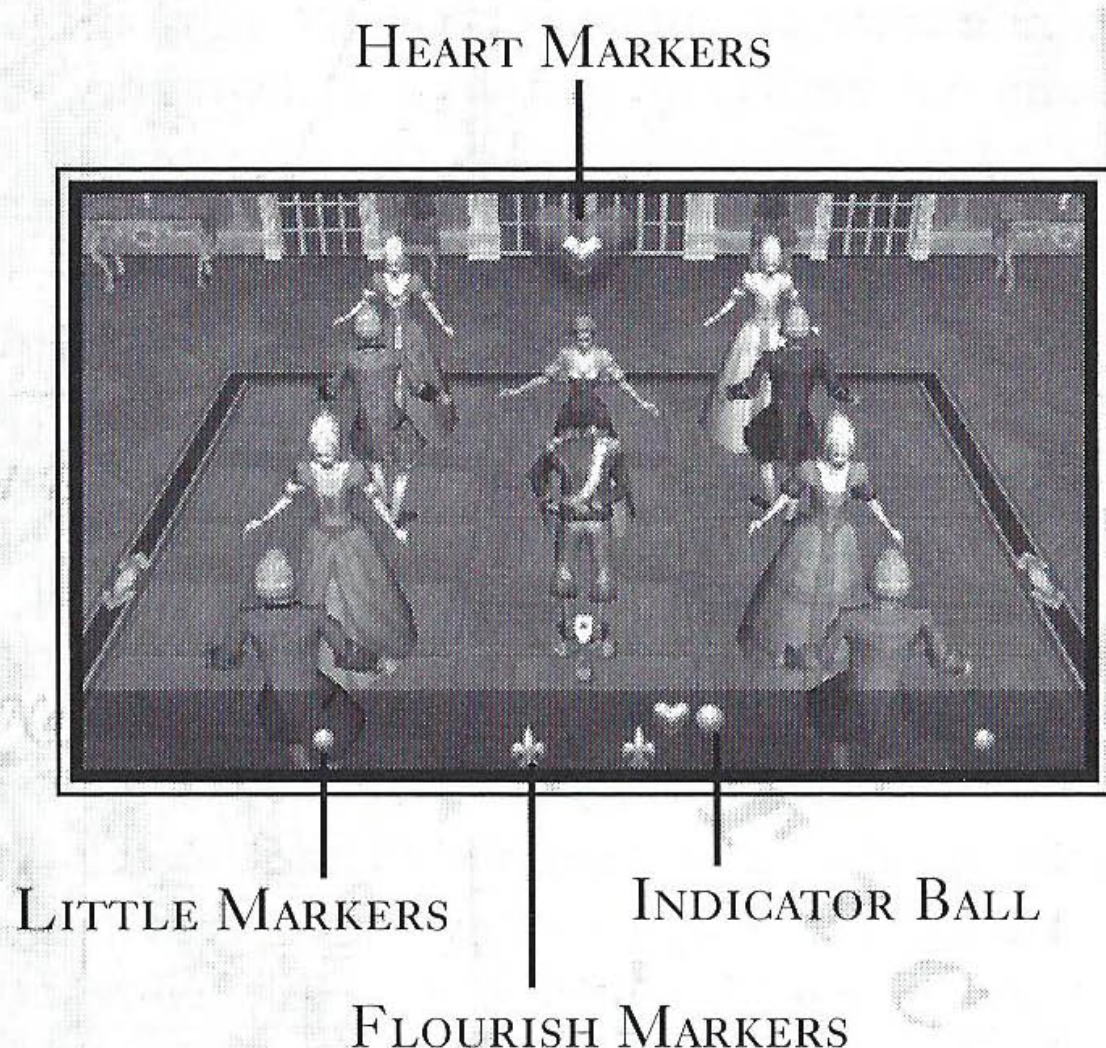
When you reach an objective building, you can take care of your business in that location. When you leave the building, you automatically return to your fleet.

DANCING WITH THE GOVERNOR'S DAUGHTER

In the 17th century, young gentlemen and ladies were expected to be competent dancers — especially if they were looking for a mate. One could not attain the highest rungs on the social ladder if one did not cut a fine figure on the dance floor. Courting a Governor's daughter can be a very rewarding activity — besides the companionship, they are often wonderful sources of information and have access to fantastic special items that an enterprising rogue would love to get his hands on.

CONTROL	ACTION
Up button or  button	Step Forward
Down button or  button	Step Backward
Left button or  button	Step Left
Right button or  button	Step Right

The Dance Screen



Indicator Ball: This marker indicates the current position in the music.

Little Markers: In order to successfully execute a step the correct button must be pressed while the indicator ball is between these two marks.

Flourish Markers: If the correct button is pressed while the indicator ball is between these two markers the dancers will execute a “flourish”. As the difficulty level increases, these markers will move closer together. Some “special items” found in the game will move them further apart. Little hearts appear in a circle around the big heart (the main score indicator) to show the number of flourishes the player currently has (flourishes in a row).

Heart Markers: Little hearts that appear on the track indicate success, and will glow if the button was pressed in time with the beat.

How to Dance

In a dance, the partners perform an intricate series of dance steps, one moving smoothly into the next, in time with the music. Your partner indicates the upcoming dance step with a hand gesture. A button icon at the bottom of the screen also indicates which button should be

pressed. You then attempt the step in time with the music. If you step appropriately, your partner is happy. If you step in the wrong direction, or don't move in time — you'll stumble, and your partner will be annoyed and embarrassed. Try not to embarrass the young lady.

Flourishes

If you execute the correct dance step in time with the beat of the music, and you and your partner perform a “flourish” — a fancier version of the standard dance maneuver. Flourishes can help win the heart of the daughter faster and can aid in recovering from early mistakes.

The Romance Meter

The heart in the upper-center of the screen is the romance meter. The meter tracks your success in dancing by growing in size each time you perform a correct dance step. Flourishes cause the romance meter to grow at an accelerated pace: the more flourishes you perform in a row, the faster it grows. The heart romance meter shrinks with each misstep.

The End of the Dance

Your success depends on the size of the romance meter at the end of the dance. If the romance meter is small, you didn't impress the governor's daughter very much, and she'll let you know it. If the romance meter is huge, you danced like a true gentleman and the governor's daughter will look upon you with great approval. You're well on your way to winning the young lady's heart!

SPECIAL ITEMS

The Caribbean is home to the curious traveler and enterprising collector alike. Scattered across these waters are numerous unique items that can bestow useful abilities to their owners, and they can be yours for the right price.

There are several categories of special items. Each type of item has a basic variety and an improved one. Improved items are better than basic items. You can only use one item from a category; the improved version of an item replaces its basic model. Special items can often be purchased from the mysterious men who patronize the back

rooms of taverns, and Governor's daughters also frequently have access to these kinds of trinkets.

You can check the Personal Status screen to find out which items you own.

MISSIONS AND QUESTS

Quests

Generally, quests involve rescuing a lost member of your family or righting some other wrong someone has done to you or yours. Quests tend to be long multi-step challenges, involving travel, sneaking about, fighting ships and dueling evil villains. Typically, quests come with no time limit. You may complete a quest in a single voyage, or it might take you years.

Missions

Missions generally involve escorting a vessel to another city through hostile waters, or going to another city to capture a wanted criminal. Usually missions have only one or two steps to them. You must have a Letter of Marque from a nation to be given a mission by officials of that nation.

Villains

There are many villains wandering the Caribbean. A surprisingly large number of them have done you or your family wrong. Others are wanted by the State. Some villains are sedentary and stay in one place until you get around to dealing with them. Others move from city to city across the Caribbean at whim. If you take too long to reach a villain's last known location, you may discover that he has long since moved on. You may chase a villain halfway around the Caribbean before you catch him.

PROMOTIONS

You earn promotions from governors by performing valuable services for their nations. Each promotion marks an increase in the nation's esteem and favor. Each promotion also earns you a benefit from that nation. In addition to the in-game benefits of rank, promotions also feed into your overall "Fame" score, which helps determine your final score when you retire.

How to Gain Promotions

City governors issue promotions. You earn promotions by doing services for a nation — attacking enemy shipping and cities, escorting ships carrying emissaries, soldiers or immigrants, capturing pirates or fugitives wanted for crimes against the state, and so forth. If you are on friendly (or at worst, neutral) terms with a nation, the governor will issue you a Letter of Marque as a matter of form, although you can bypass this simple step with enough good deeds.

Promotions From Different Nations

Each nation in the game has its own opinion of you. You may be a French Marquis while remaining a lowly English Captain (and a Spanish Outlaw!). You only get rank-related benefits from the nation that has given you the rank: being a Dutch Admiral does you no good in non-Dutch ports. It's possible to gain promotions from two or more nations at the same time, if you do deeds they all approve of.

Losing Favor

If you have been promoted by a nation and then act against that nation's interests (say, by attacking their shipping), you will eventually lose favor with that nation. If you have behaved badly enough, the nation may even view you as their enemy, denying you access to their cities, sending pirate hunters after you, and so forth.

Regardless of your current relations with a nation, your rank still counts toward your Fame score.

DIVIDING THE PLUNDER

Overview

Pirate crews are rarely paid wages. Instead, they sign on for a share of any treasure acquired during the voyage. The crew stays with you for a long time if you keep bringing in the loot, but sooner or later they expect you to divide the plunder and give them their share. As captain, you get a larger share of the plunder. You can divide the plunder in any city or pirate haven.

When to Divide the Plunder

There are two conditions under which it is advisable to divide the plunder: first, when your crew begins to demand it and you can no longer get enough treasure to keep them happy, and second, when you've acquired a huge amount of loot and want to "bank" your portion before you lose it in combat.

How to Divide the Plunder

To divide the plunder, select **Divide the Plunder** in any port.

The Division of Spoils

When you divide the plunder, the voyage's gold is divided between you and the crewmen.

As captain, you get a fixed percentage of the loot. The percentage varies depending upon the difficulty level you've chosen, ranging from 5% for an Apprentice captain to 50% for a Swashbuckler captain.

The remainder of the money is divided equally among the crew. The crew's reaction to the size of their share is dependent upon the game difficulty, the length of the cruise and the size of their portion. They may be anything from very angry to ecstatic with their booty.

After the Division

After you have divided the plunder, you are given the options of retiring or plotting another voyage. You may also be given a chance to change the game's difficulty level.

Retirement

If you choose to retire, the game is over for that character (see "The End" on next page).

Starting Another Voyage

If you choose to begin another voyage, several months pass while you recruit crewmen and gather supplies. Eventually all is ready, and you return to the game. You start your new voyage with a small crew and gold equal to your portion of the plunder.

AGING

Overview

It's hard to be a pirate. Piracy requires strength, stamina, coordination, and charisma. Unfortunately, these attributes tend to fade as one grows older. As you play, your character ages, and certain portions of the game will become more difficult for you. There will be a point where you can no longer divide the plunder. When you get to failing health status it will not let you continue another adventure.

Your time is precious; don't waste it! While there is plenty of time to ply your piratical trade, some game events, like dividing the plunder, being marooned or being imprisoned can consume as much as an entire year of your career.

Delaying the Inevitable

If you chose the "Medicine" skill for your pirate, he won't begin to feel the effects of aging until he is a good bit older. There are also special items you can acquire during the course of your travels that will slow the effects of time on your character.

THE END

Retiring

All good things must eventually come to an end, and sooner or later you will want to retire from the buccaneer's life to enjoy the fruits of your adventures. After a pirate retires, he's no longer available for play. You can then begin anew with a brand new character.

Grand Bahama The Retirement Screen

When your character retires, the game catalogs his accomplishments and assigns him a final score based on his performance and gives you a glimpse into your character's post-piracy career. The higher his score, the better his new career. A poor pirate may end his days as a lowly pick-pocket, while a really successful buccaneer may go on to become a city governor!

MULTIPLAYER

In multiplayer mode, challenge your friends or the AI to head-to-head ship battles; you can prove who is the most swashbuckling of all! To start multiplayer, select Multiplayer from the Main Menu.

Multiplayer Ship Battles

Up to four players can play multiplayer ship battles. Destroy your opponents with firepower or by ramming them in spectacular collisions.

CONTROL	ACTION
Directional buttons or Analog stick	Steer Ship
◼ button	Fire Port Cannons
◉ button	Fire Starboard Cannons
Up button	Change Shot Type
Down button	Toggle Sails
START button	Quit Game
SELECT button	Controls Help

MEXICO

Florida

TROPIC OF CANCER

BAY of HONDURAS

Gran Granada

Santiago

Puerto Principe

Tortuga

Port de Paix

Santa Domingo

Leogane

Petit Gouave

St. Eustache

St. Martin

St. Kitts

Antigua

Montserrat

Guadeloupe

Martinique

BAY of HONDURAS

ARIBBESIAN SEA

OCEAN

OCEAN